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FST-MULTIMN

FAUST

THE SEVEN GAMES OF THE SOUL

INSTALLATION PROCEDURE

MINIMUM REQUIRED CONFIGURATION

Pentiumtm MMx™ [200Mhz minimum]
32 Mb RAM
12 x CD drive (24x recommended)
290 Mb available space on installation hard disk
16-bit color graphics card (24-bit recommended)
2 Mb video memory
SoundBlaster™ compatible sound card
Direct X 6.0™ or higher (included in CD 1 if not pre-installed).

The Faust game does not run on non-MMx™ computers such as Pentium Pro™.

N.B.: Our games are tested on a large stock of machines. Nevertheless, if you run into problems, please inform our technical department. We will send you an updated version as quickly as possible.

INSTALLATION PROCEDURE

Insert CD 1 into your CD-Rom drive. If the "Autorun" mode is activated, the installation program starts up automatically when the disk is inserted in the drive. Otherwise, click on "Start", select "Execute" and type (if your CD-Rom drive is called D) d:\setup.exe .
An installation window appears asking you to indicate the directory in which FAUST is to be installed (by default c:\Faust). This directory can be changed if you want. The installation software will install the Direct X 6.0 software if necessary. If you have a later version (6.1 or 7.0) the software will only install the game.
Once the game is installed, close all the open windows and click on "Start", select "Programs" then "Faust".
3 icons will appear:

- FAUST 24 bits, to start up the game in the 24-bit version (true colors)
- FAUST 16 bits, to start up the game in the 16-bit version (SVGA, 65000 colors)
- De-install which allows you to de-install the game.

If you are not familiar with the version of your graphics card, try starting the 24-bit version of FAUST. If this fails, start the 16-bit version.
Ladies and Gentlemen, welcome to Dreamland.

INTRODUCTION

Thank your for you confidence... and carelessness.

Let me introduce myself, Mephistopheles, at your service. Don't be formal; you can call me Mephisto.
Your time is precious, and you are very busy, I know, but I need your help in settling a dispute with the One on High, a small accounting problem. Let me give you a brief summary: You are now in Dreamland, a theme park. Yes, it's abandoned but not long ago it housed some, shall we say, problematic characters. Oh, I did more than my duty, I did my utmost for them but now, the Boss is denying me what I deserve. And as I said to Faust, "I'd sell my soul to the Devil if I weren't him!"

In short, we need an arbitrator. Someone who will go back to the past, get involved in the life of the seven players of the park, someone who will watch their deeds and strange monstrosities, someone who will run through their drawers and check their souls to solve our quarrel: who goes to heaven? Who lands in hell? Or more precisely, who will have the immense privilege of joining yours truly... As I told a theater director one day: On this narrow stage, travel the entire circle of creation and walk at a quick pace from Heaven through the World all the way to Hell.
Oh yes, a hint, and this will be the last... well, almost. You will be Marcellus Faust, an old black man, and you will be free to explore every corner of this work of art of humanity which is our Park. You will have no memory and you know nothing about the inhabitants and activities of Dreamland. You understand that in this type of business, we must guarantee your objectivity, no?
Fine, are we agreed? The squeamish will be .... warmly welcomed. Don't worry, it will be my pleasure to help you...

Mephisto

PLAYING (with the devil)

To start a game, enter your name. The identification system allows several people to play without mixing up the saves. Don't forget to give the wrong directions to the others just to see them wander around in circles and sell their hints at a high price.

To save, go to " **Save** ". To load a saved game, go to " **Load** " (Diabolical isn't it?).

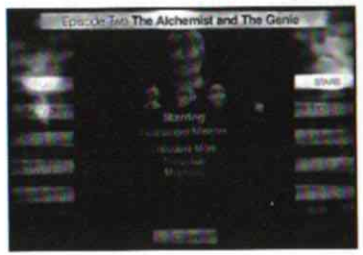
At the top of the screen you'll see the episode name. Scroll the titles with the arrows.
Start an episode from the beginning by choosing " Restart " in the " Load " menu.
The " Play " game brings you back to where you left off in the episode. The saves are distributed per episode: you can find them by scrolling the titles of episodes in the upper scroll bar.

Each time you return to a menu, you can find interesting information:

" **Music** " lets you know who composed and played these sublime pieces which sustained your effort. Fans rejoice, you won't have to buy 13 CDs to relive Faust on your walkman, UNIVERSAL Music Jazz will soon publish the original soundtrack of Faust.

" **Attractions** " will allow you to relive a few strong points of the game or share them with your friends. " Progress ", lets you know where you are in the game.

What is " **Characters** " used for? Just to become a little more familiar with our cast, plus I liked the idea because you could find me in each episode. You may as well not forget my face. Who knows? If we meet one day, this might save us precious time.



PLAYING (with the devil)

Finally " **Animations** "... Yes, you can see them all again. Just click. No strings attached, well... almost.

What else can I explain in the menu? Ah yes, Theodore and his **Rollodex**. Theo is a good man, you'll see. He's taken some notes on the members of our little team. Obviously, it's his view of things. You win a new page each time you finish an episode.. You'll find the **Rollodex** at the end of the first episode. It will appear in the Menu, in the lower right.

Once you've started on your great adventure, a few pieces of advice.

The inventory appears with the first right click of the mouse and disappears with the second. Select an object (click on it with the left mouse button) to try and associate it with an interactive object in the image.

INTERACTIVITY CURSORS

"Neutral" Cursor

"Action" Cursor

"Shoot" Cursor

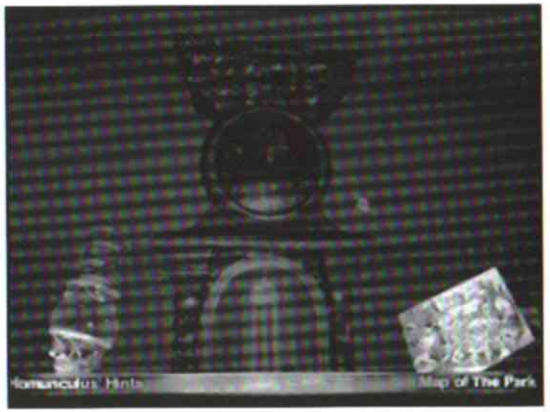
"Move" Cursor

"Examine" Cursor

"Move Back" Cursor

PLAYING (with the devil)

SPACE BAR



The **"space bar"** calls up our friend **Homunculus** (once you've help him to be born in the second episode) and a map of the park (when you've found it at the end of the second episode). The map of the park can be used to find your way.

Homunculus has two functions:

● He appears in your **Inventory** and you can use his gifts (he can move by flying...) when necessary.

● He is also your Game helper. But he has to rest to let you share his wisdom. If you are at a loss in the game, call him up by pressing the space bar. If he's rested, the hints appears automatically. If he isn't, click on the Homunculus Hints to win life points by playing... Shoot'em Up cardboard rabbits.

There, dear friends. Let me wish you good luck. Don't worry, everything should be fine. There are a few traps hidden here and there but I'll be damned if you don't come back in one piece.

THE EPISODES

TWICE AS BAD

In his goodness, the Boss united them in blood and .... in flesh. Complicity, tenderness, a meeting of the souls and above all, bodies. Exalting isn't it? Our two favourite Siamese sisters are passionate, very modern women: their taste for money is equaled only by their ardor in satisfying Hannibal... You know me, I had to add a little .... spice to this story. I gave into my little weakness. I offered them a pact, nothing really, but irresistible, a lot of money and a load off their...well, you'll see. The dilemma was wrenching, and our Jody made the cut. Ah, these modern women, so resolute, so final.....

THE ALCHEMIST AND THE GENIUS

There's nothing like a little British hospitality to help one get back into stride: deep leather armchairs, the discreet charm of an old man. Our Nathaniel is a likeable fellow with immense knowledge. He would almost be annoying with his airs of professor know-it-all, if he did not pay these kind attentions to everyone. Then there's his secret, his little weakness, a little story forming part of the great; the war left him with more than just medals. The loss of a woman was the price of this bravery. I think you'll like him, especially since he's prepared a little test for you, a challenge to human genius...yours of course. No, don't thank me. You will soon discover that the power of knowledge always leads to Genius, but not necessarily to what you expect.

THE SHADOW OF CASANOVA

But I feel your interest cooling. All that is lacking is a touch of romanticism. Yes, that's it....Frank is a great romantic, trained in the best school, that of my old friend Casanova. A complete romantic, not a pale imitation, a real man, in love with a woman and tormented by a failed career as an artist. The perfect alliance between obsessive desire and a personal pain that one can caress at will. How could I resist such a pretty picture? But, you help people, you fulfil their every desire...and they still remain ungrateful wretches.. This Frank, having become the equal and peer of Casanova is filled with bitterness and despair... I must stop, such pettiness angers me, luckily I intervened in time to put an end to his sniveling ...

THE PHANTOM LOVER

Sincerely, when I think of it, it is you, ladies, who are much less disappointing. I was thinking of my gentle Kalinka. A moving history: her native Russia, emigration, deceased parents... Can you not just hear the violins playing, the brasses sounding, this Russian accent which slide over you and caresses you... Ah... The call of the steppes and the ideal mother for your children, that's Kalinka. But our Park is not like other theme parks, a caricature of the best of all worlds. No, this place is far more stimulating (it's not my doing). Just imagine, a beautiful young woman, nothing like it to titillate the desires of any normally constructed male: So naturally, once Hannibal saw her, the worst was on the cards... Not to mention our malicious Siamese twins. See,I told you, you would not be bored.

THE EPISODES

TIGERHOOD

Don't you find Hannibal intriguing? I have spent time lauding his talents, his charm, this appeal arising from the depths of ...but let us go on. How may I introduce him? Shall we say he is like his favourite pets, two tigers, and that his chief talent is the use of the whip. I am being unfair, I'm forgetting some other qualities: He is a tad racist, a tad violent, a tad misogynist and well let's just say that he drinks. I exaggerate? Think what you will. Go then, but be wary of his stripped campanions. Try to restrain his impossible character.. As far as I'm concerned he annoys me too much. Perhaps I should fulfil his last wish and send him back to his jungle. Although not quite as he imagined...Every man has his secrets. In any case, it is not he who will compete with you as the hero.

A THREE FOOT TALL ROBIN HOOD

After a small scale Don Juan, you are expecting the worst, and you are wrong. There is Tod. A dwarf law enforcer at the service of orphans, don't you find that ... exquisite, sorry, moving. Born a noble Austrian, his size decided his destiny: No dwarfs in the Von Essenbeck dynasty. That would never have done in the great portrait gallery. The gypsies who took him in left him a much more reliable inheritance: a unequaled taste for justice and contempt for established law. Our righter of wrongs took lessons during prohibition serving in the ranks of the "Family", alongside Frank Nitty (another friend!). Money has no smell, not even that of alcohol. And scruples fade, you'll agree, if that money is used to help young orphans. It almost makes me cry...It all seems too honest, too glossy to me. Perhaps I could help you to see things from another angle. Luckily, whatever happens, there is our Hannibal, always there when things need to be made difficult.

THE MASTERPICE OF GISELLE

Now, I must introduce you to my protegee, Giselle.. Giselle is this young obese girl, encumbered by her body. The kind of girl you see in the street and who moves you. After all let's be honest, she arouses pitty in you. You can hardly begin to imagine the young girl behind this body. I learned everything from her: her gentleness, her sorrow at the loss of her parents, her generosity and her anguish, her smile and her suffering before the looks of others. I have become her godfather, in a way her guardian angel, even I know one person who frowns when they hear me say it. My first gift was to grant her what she had always wished for; the second was to teach her how to become a young woman, to turn her body from a monstrosity into a masterpiece. Frank may have helped me, or rather I may have helped him a little more too. And you, what will you do? Or rather what have you already done for her?

FAUST

THE FAUST ORIGINAL SOUNDTRACK
IS AVAILABLE FROM UNIVERSAL MUSIC JAZZ.
(featuring Marvin Gay, Stan Getz,
John Lee Hooker and Sarah Vaughan)...

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